SPINDIZZY

Designed and written by Paul Shirley

As we all know, working for the corporation is a hard life and the mission you are to be sent on this time is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange artificial world hanging in space.

Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far from noble motivations (it's all government sponsored work you know), time is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned Geographic Environmental Reconnaissance Land-Mapping Device, known as GERALD. The craft is expensive to maintain to your time is limited. If you do not move fast the mission will be terminated.

The ships computer holds the initial radar map of the surface and your task is to explore each area, collecting energy in the form of jewels, for which you will be rewarded with extra time.

Since this world is hung in the infinity of space, falling off is not a good idea. Should you lose or destroy your craft it will be re-created and beamed back to the last location visited, but this will cause an enormous power drain resulting in the loss of valuable time.

So there you have it – do a good job and the rewards will be great, otherwise... well, you don't want to be a Trainee Assistant Cartographer all your life – do you?

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:-
Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

COMMODORE 64 DISC:-
Type LOAD "*",8,1 and then press 'RETURN'.

SPECTRUM 48K CASSETTE:-
Type LOAD " " and then press 'ENTER'.

AMSTRAD/SCHNEIDER CASSETTE:-
CASSETTE BASED COMPUTER (ie CPC-464)
– Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER (ie CPC-6128)
– Type ¦ TAPE and press 'RETURN' then press 'CTRL' and the smal 'ENTER' keys simultaneously.

AMSTRAD/SCHNEIDER DISC:-
CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464)
– Type ¦ DISC and press 'RETURN then type RUN"DISC and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128)
– Type RUN"DISC and press 'RETURN'.

All programs will RUN automatically after LOADING is complete.

In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

INSTRUCTIONS

CONTROLS
Use the joystick to control GERALD; pressing the fire button gives extra speed.
Alternatively, use the numeric keyboard:

F1 F2 F3 F4 F5 F6 F7 F8 F9

Use the SHIFT KEY for extra speed.

Pressing the SPACE BAR will stop your craft on any frictional surface.

MAP
Press "M" to display the map. Unexplored areas are marked in red. Visited areas in yellow. Any area where a jewel was seen but not collected is marked with a blue "J".

Press "ESC" to return to the game.

SCORE
Press "S" to display your current score at any time during the game.

VIEWPOINT
The cursor arrow keys will alter your viewpoint. The compass in the lower right hand corner of the screen points North at all times to help with orientation.

ABORT MISSION
Hold the SPACE BAR down until your time runs out.

COLOUR
Press "C" to toggle between colour and monochrome display mode.

PAUSE
Press "P" to pause the game. Whilst paused the border will flash. Any other key will restart the game.

EYE STRAIN
Press "I" to alter GERALDS shape.

CREDITS
Pressing "ESC" from the title page will display the credit message.

STATUS DISPLAY
On the left hand side of the screen, the time left to play, the areas left to visit and the number of jewels collected are dislayed.

The box at the botton shows you which switches are activated.

HINTS
Due east of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment.

Some screens will give a clue as to a switch to activate. This will cause some features to appear or disappear. Occasionally two switches may need to be used together. The clue appears in the bottom left hand corner of the screen.

~~Lifts may be used but may need to be switched on.~~
Ice is slippery and trampolines are bouncy!
Make a map; it will help you to find short-cuts (there are quite a few).

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STORY BY GARG

In the unlikely event of a faulty product, please return it to the original place of purchase.

ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?
If you have written any software in Assembler/Machine Code which is of a high commercial standard then please contact Paul Cooper for an informal discussion on Southampton (0703) 229694.

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